

DARTSLIVE Rating Determination

- SUPER LEAGUE Season 5 Final ratings will be used to determine a player' s rating.
- Any player with of rating variance of 2 or more, will be evaluated by the tournament committee and may have to play at the higher rating in all flights participated in.

Round Robin Play

- All 5 games in the Round Robin will be played
- Corking will be used to determine the throwing on the 1st and 5th leg (in a 2-2 tie)
- For all other legs, the loser will throw first
- In the event of a tie, the winner will be determined by the following
 - ▶ Matches Won
 - ▶ Head to Head match up
 - ▶ LEGs Won
- In the scenario that a tie still remains, a single game of COUNT-UP will determine who advances.
- Any player not actively playing in the current leg may warm up on an open board, as long as it does not interfere with another match.

Single Knockout Round

- Race to 3/Best of 5
- League Division Winners will automatically be placed in this round. No Round Robin play is necessary.
- The team captains of the League Division Winners are required to check their team in 1 hour prior to the Single Knockout Round.

Round Limits

- Round Limits for 01 and Cricket Games are 20 Rounds.
- Please notify DARTSLIVE staff immediately if any changes need to be made to the round limits.

Throwing Order

- Throwing Order will be decided by Corking
- The Coin Toss function of the DARTSLIVE2 will be used for deciding who throws the cork first.
- The player who throws closer to the center can decide the throwing order.
- If the first player' s dart hits the exact center of the BULL, the second player is required to verify the location, remove the first dart, then throw the cork.
- For the first leg, the throwing order will be decided by the winner of the cork
- Each additional leg after the 1st, the loser of the previous leg will throw first.

Incorrect Scoring

- If a dart machine records the score incorrectly and the darts remain stuck in the board, the “Reverse A Round” function will be used to reverse the score.
- The Correct score will be entered by pressing the target segment where the dart is stuck. If the amendment of the score was agreed upon by both parties, the game can be proceeded.
- Incorrect scores cannot be amended if darts in the board are removed, or the round is forwarded to the next player and that player has already thrown their darts.
- In case the game is interrupted such as by a power failure, the machine should be restored to the last known point, restoring the match. If the restoration is not possible, the LEG will be replayed.

Player Eligibility

- Player must be rostered on current team to be eligible for Fiesta.
- Player must have played in 40 or more games with current team
- Players that change teams will not be able to take played games with them for Fiesta consideration.

Substitution Rule

- A team can add only 1 substitute during FIESTA
- If the sub can no longer play, another sub cannot be added
- The sub must be equal or lower in rating of player the sub is replacing
- Once a player is replaced by a sub, that player can no longer participate on that team during FIESTA
- The sub must have played 40 or more games on an individual team to be considered eligible
- Subs can be added to a team prior to the first match, once started no substitutions can be made
- If a team is short a player and either chooses not add a sub or cannot find a sub, that team may play their match shorthanded and choose to skip the missing player’ s turn
- Once the missing player arrives, that player may join the team at the beginning of the next leg
- Once the Round Robin round has begun – there are no roster changes
- Teams advancing to the finals will only be allowed to use the rostered players from the round robin
- If a player was rostered on the team, but did not participate in the round robin and was not replaced by a sub, that player is still eligible for the finals
- Any player rostered on two teams must choose the team in which they will play for and will no longer be able to participate on the other team once the Round Robin begins.
- A player can only play on (1) team at any given time, players will not be allowed to play on two teams simultaneously.
- A player can only play on (1) team per flight
- No subs allowed in after the Round Robin starts.